

COMPLETE LISTING OF ALL CLAIMS IN ASCENDING NUMERICAL ORDER

EACH CLAIM HAS BEEN PROVIDED WITH THE PROPER STATUS IDENTIFIER

1 **Claim 1 through 28. (cancelled)**

1 **Claim 29. (new)** A video gaming device for wagering on a virtual football
2 game comprising a video screen and a selector control panel including a
3 plurality of selector control keys to selectively generate a corresponding
4 plurality of game selection and control signals including play selection and
5 wagering selections, and a microprocessor including game data comprising a
6 plurality of wager selections including a plurality of play wager selections, a
7 plurality of play selections, and a game plan and game situation profile and a
8 data processing section including logic to receive the game selection signals
9 from the selector control keys to generate display signals in response to the
10 game selection signals to be displayed on the video screen in response to
11 operator input from the selector control keys and to generate a game play
12 image on the video screen of the selected play executed against the game
13 plan and the game situation profile and display the wagering results, said
14 plurality of wager selections further includes a plurality of period wager
15 selections, said plurality of play selections includes a plurality of sets of said
16 play selections, said selector control panel comprises a plurality of selector
17 control keys to generate game selections signals including play selections and
18 wagering selections and wager/payment mechanism comprises a plurality of
19 apertures to receive payment by the game player and means to generate a
20 payment signal and said microprocessor includes game data comprising a

21 plurality of wager selections and a plurality of play selections and a data
22 processing section including logic receives the game selection signals from
23 said selector control keys and payment signals from said wager/payment
24 mechanism and to generate display signals in response to said game
25 selection signals and payment signals to be displayed on said video screen in
26 response to operator input from said selector control keys and wage
27 information in response to input from said wager/payment mechanism, and to
28 generate game play images on the video screen of individual selected play
29 executed against the game plan of offensive or defensive plays and a game
30 situation profile and display the wagering results.

1 **Claim 30. (new)** The video gaming device of Claim 29 wherein said plurality
2 of wager selections comprises a first and second set of wagers wherein said
3 first set of wagers is a plurality of game period wager selections and said
4 second set of wagers is a plurality of play wagers selections.

1 **Claim 31. (new)** The video gaming device of Claim 30 wherein said plurality
2 of play selections comprises a plurality of selectable plays.

1 **Claim 32. (new)** The video gaming device of Claim 31 wherein said plurality of
2 play selections further includes a plurality of sets of said plurality of selectable
3 plays.